

# Rom Codes and Meanings

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## Help Articles

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Ever wonder what the (U) or the (!) meant? How about what SLES means on PSX Games? Here's a complete list, some sourced from GoodTools!

## STANDARD CODES

[a] Alternate  
[b] Bad Dump  
[f] Fixed  
[h] Hack  
[o] Overdump  
[p] Pirate  
[t] Trained  
[T] Translation  
(-) Unknown Year  
[!] Verified Good Dump  
(M#) Multilanguage (# of Languages)  
(###) Checksum  
ZZZ\_ Unclassified  
(??k) ROM Size  
(Unl) Unlicensed

## COUNTRY CODES

(1) Japan & Korea  
(A) Australia  
(B) non USA (Genesis)  
(C) China  
(E) Europe  
(F) France  
(F) World (Genesis)  
(FC) French Canadian  
(FN) Finland  
(G) Germany  
(GR) Greece  
(HK) Hong Kong  
(H) Holland  
(4) USA & Brazil NTSC  
(J) Japan  
(K) Korea  
(NL) Netherlands  
(PD) Public Domain  
(S) Spain  
(SW) Sweden  
(U) USA  
(UE) USA / Europe  
(UK) England  
(Unk) Unknown Country  
(I) Italy  
(Unl) Unlicensed

# SPECIAL CODES

## Game Boy / Color

[C] Color  
[BF] Bung Fix  
[S] Super  
SGB Enhanced - Super Gameboy SNES Cartridge

## Super Nintendo

(BS) BS ROMs  
(ST) Sufami Turbo  
(NP) Nintendo Power

## Genesis

(1) Japan  
(4) USA  
(5) NTSC Only  
(8) PAL Only  
(B) non USA  
[c] Checksum  
[x] Bad Checksum  
[R-] Countries

## Atari

(PAL) Euro Version

## GBA

[hI??] Intro hacks

## Coleco

(Adam) ADAM Version

## NeoGeo Pocket

[M] Mono Only

## NES/FC

(PC10) PlayChoice 10  
(VS) Versus  
[hFFE] FFE Copier fmt

## Playstation

SCES = Published by Sony Computer Entertainment Europe (with one or two exceptions it seems)  
SCED = SCEE published demos  
SLES = Third/second party published games  
SLED = Third/second party published demos  
PBPX = In some pack-in demos

# STANDARD CODE NOTES

[a] - This is simply an alternate version of a ROM. Many games have been re-released to fix bugs or even to eliminate Game Genie codes (Yes, Nintendo hates that device).  
[b] - A bad dump often occurs with an older game or a faulty dumper (bad connection). Another common source of [b] ROMs is a corrupted upload to a release FTP.  
[f] - A fixed game has been altered in some way so that it will run better on a copier or emulator.  
[h] - Something in this ROM is not quite as it should be. Often a hacked ROM simply has a changed header or has been enabled to run in

different regions. Other times it could be a release group intro, or just some kind of cheating or funny hack.

[o] - An overdumped ROM image has more data than is actually in the cart. The extra information means nothing and is removed from the true image.

[t] - A trainer is special code which executes before the game is begun. It allows you to access cheats from a menu.

[!] - Verified good dump.

## SPECIAL CODE NOTES

### SNES

- (BS) - These Japanese ROMs were distributed through a satellite system in Japan known as the Broadcast Satellaview. They were transmitted along with a TV show which was connected to the game in some way. These games were only playable during the show, and thus stop after an hour, and many were timed so that only certain time periods were playable.
- (ST) - The Sufami Turbo device allowed two GameBoy sized carts to be plugged into the SNES. Certain carts combined into new games much like the Sonic & Knuckles lock-on technology by Sega.
- (NP) - Nintendo Power has been known to release games only available to its subscribers. Most of these ROMs are Japanese, as this practice occurred mainly in Japan.

### Genesis

- (1) - Carts with this code will run on both Japanese and Korean machines.
- (4) - While this code is technically the same as a (U) code, it is a newer header format and represents that the cart will run on USA and Brazil NTSC machines.
- (B) - This country code indicates that the cart will run on any non US machine.
- [c] - This code represents a cart with known faulty checksum routines.

### Game Boy / Color

- [BF] - Bung released a programmable cartridge compatible with the GameBoy which could hold any data you wished to play. However, many games do not function on Bung v1.0 carts and have to be 'fixed.'
- SGB Enhanced - Super Game Boy is an adapter for the Super Nintendo released in 1994 that lets you play Game Boy games on your SNES.

### Nintendo

- PC10 - The PlayChoice 10 was an arcade unit which played exact copies of NES games in an arcade cabinet. The machines had a choice of 10 games to choose from and ran for about 3 minutes on 25 cents.
- VS - The Versus system ran on similar hardware to the PC10 machines, but simply allowed you to play against each other.

## Playstation

- SCES, SCED, SLES, SLED, PBPX - It's the part number, equivalent to the catalogue number on a record or CD, or the ISBN number on a book.

### Emulation 101

- A Guide On How To Play ROMs ([//www.loveroms.com/help/emulation-101.php](http://www.loveroms.com/help/emulation-101.php))
- ROM Codes & Meanings ([//www.loveroms.com/help/codes.php](http://www.loveroms.com/help/codes.php))

### How To

- How T Use The ECM Tool ([//www.loveroms.com/help/howto-unebcm.php](http://www.loveroms.com/help/howto-unebcm.php))
- Using A PS3 Controller w/ Windows 8.1 ([//www.loveroms.com/help/ps3-controller-windows-8-1.php](http://www.loveroms.com/help/ps3-controller-windows-8-1.php))

### General Info

- Cheats & Codes ([//www.loveroms.com/help/cheats.php](http://www.loveroms.com/help/cheats.php))
- Playstation BIOS Number Information ([playstation-psx-bios-info.php](http://www.loveroms.com/help/playstation-psx-bios-info.php))

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